

player can elect to play a normal version of bingo or play a bingo game having aspects of a non-bingo game.

[0070] Within the game of poker, different types of winning hands may be used. That is, in some embodiments illustrated below that are played using a 5×5 bingo card, the Ten, Jack, Queen, King and Ace of the four known suits of cards, plus an additional card suit, are used. The royal flush cards for the four suits and a new fifth suit may be used. In another embodiment, the Two, Three, Four, Five and Six cards can be used. In another embodiment, five cards of a same suit are used. Some bingo cards include one or more “joker” cards that may be used to represent any playing card.

[0071] In some embodiment, areas of a bingo card correspond to randomly generated bingo numbers. In some embodiments, the bingo numbers are displayed on the bingo card and in alternative embodiments, the bingo numbers are not displayed on the bingo card. The bingo numbers of the player's card are mapped to or associated with non-bingo symbols that are displayed on the bingo card. Preferably, the non-bingo symbols are associated with the same areas of each bingo card.

[0072] In some preferred embodiments, the bingo number corresponding to an area of a player's bingo card is mapped to a playing card symbol that is displayed in that area. For example, if the bingo number nine corresponds to the upper left-hand corner of the bingo card and the upper left-hand corner of the displayed bingo card of the present invention displays the Ten of Diamonds, then the bingo number 9 is mapped to or associated with the Ten of Diamonds on the game card displayed. In that manner, if the bingo number 9 is drawn during the game, the game of the present invention, having mapped that number to the Ten of Diamonds, marks the corresponding Ten of Diamonds spot as a “hit” on the displayed game card of the present invention. Some implementations require a player to mark such hits, e.g., within a predetermined time, or the hits will not count.

[0073] The underlying game may be played substantially the same way as a normal game of bingo. However, the player may see non-bingo symbols displayed on the bingo card(s) instead of (or in addition to) seeing bingo numbers. The non-bingo symbols may be playing cards that are arranged according to the rules of a card game, such as poker.

[0074] In some implementations wherein a bingo number can be drawn that is not a member of the displayed bingo card, the bingo number may be mapped to a non-bingo symbol that is not displayed on the game card. For example, a card game may involve a 52-card deck and the bingo card may have fewer than 52 areas wherein playing card symbols are displayed. In such implementations, drawn bingo numbers may be mapped to playing card symbols that are not displayed on the bingo card. Such playing card symbols may or may not be shown to the player. If the playing card symbols are shown to the player, they may be displayed, for example, as cards drawn from a deck and placed in a discard pile.

[0075] According to some implementations, the isomorphic game of the present invention is won by the first player who obtains a winning hand of cards. That player is the same player who, if playing traditional bingo, would have been the first player to receive hits in a predetermined pattern,

e.g., five marked spots in a row, column or diagonally or another suitably predetermined game-winning pattern. The winner wins a suitable prize or credit amount associated with standard bingo gaming, and, in one embodiment, bingo gaming continues as with known bingo, wherein multiple bingo games are played in sequence. Alternative implementations provide for multiple “interim” winners who have hits on their bingo cards that complete other predetermined patterns. Such interim wins may be made without ending the game.

[0076] FIG. 1 is a flow chart that illustrates a method of forming bingo cards according to some aspects of the invention. The steps of method 100 may be performed by any convenient computing device and the results are made available to, e.g., a game server. In some implementations, a game server performs some or all of the steps of method 100. Those of skill in the art will appreciate that the steps of the methods described herein, including but not limited to method 100, are not necessarily performed (and in some implementations are not performed) in the order shown. Moreover, some implementations of the methods described herein, including but not limited to method 100, may include more or fewer steps than those shown and/or described.

[0077] In step 101, a bingo card type is selected. At this stage, the number of areas (a/k/a “spots,” which may be any convenient shape) of the bingo card is selected. As noted elsewhere herein, the present invention encompasses a wide variety of bingo card types, including the number of spots on the bingo card. In some implementations, a traditional 5×5 spot bingo card arrangement is used. However, alternative embodiments use various N×N and N×M bingo cards, wherein N and M are predetermined integers. In step 101, other aspects of the bingo card may also be selected, including overall bingo card layout, the type of lettering used for the card, how many areas of the card will be populated with non-bingo symbols, etc.

[0078] In step 105, the type and number of non-bingo symbols are selected in this example. The symbols will be appropriate for a selected non-bingo game. For example if selected non-bingo game is a card game, the non-bingo symbols will be playing card symbols. If the non-bingo game is a slot game, the non-bingo symbols could be symbols typically used in a slot game, such as fruit symbols.

[0079] The total number of non-bingo symbols may or may not equal the number of areas of the bingo card corresponding to the non-bingo symbols. For example, some implementations use a 4×13 or a 13×4 bingo card, allowing each card of a 52-card deck to be mapped to the bingo card. Other card game implementations use card decks having more or fewer than 52 cards.

[0080] In some implementations, not all bingo card “spots” or areas will correspond to a particular non-bingo symbol, but instead one or more “wild cards” or similar free areas will be arranged on the bingo card (step 110). In some card game implementations, one or more areas of the bingo card will indicate a “Joker” or similar playing card symbol, indicating that the area could correspond to any playing card.

[0081] In step 115, a correspondence or “mapping” is made between non-bingo symbols and areas of a bingo card. In preferred embodiments of the invention, the same map-